

# FORGING A SENTIENT MAGIC WEAPON

**A**dventuring is a hard life. There are dangers at every turn and challenges at every corner. And yet, the simplest way of dealing with your problems has always been to bash it with a warhammer or hiding behind a shield. You may have wealth, influence, valuable possessions and mansions at your disposal, but you always value your trusty weapon and armor above everything else, for it is the universal language, the key to all doors, and the vessel that enables your journey.

This symbiotic bond between adventurer and their armament has been the staple of many a bard's tale. Now what if you could craft your own signature magic weapon, forged from a part of a living soul, maybe even your own? Well, then what are you waiting for? Read on!

## A. GATHERING THE INGREDIENTS

### 1. SPELLCASTING COMPONENTS

- A rare magic weapon worth at least 2000gp
- Diamonds worth 500gp
- A Willing Soul to inhabit the weapon (or your own if preferred)

### 2. MANDATORY SPELLS TO BE CAST

- Magic Jar (unless you have a magical artifact which already has this spell cast upon it)

### 3. OPTIONAL SPELLS TO BE CAST

- Enhance Ability (Owl's Wisdom for Wisdom checks, Fox's Cunning for Intelligence checks, Eagle's Splendor for Charisma checks)

### 4. RITUAL COMPONENTS

#### PURIFYING AGENT (TO CLEANSE THE SPELLCASTING COMPONENTS)

- Water from Temple of Tyr (+1 Wisdom Check)
- Powdered Dragon Bones (remove curse on a cursed magical object) (+3 Wisdom Check)

#### PART OF A BEING OF FIRE (TO TRIGGER THE REGENERATION PROCESS)

- Hell Hound's Tongue (+1 Intelligence check)
- Fire Giant's Heart (+2 Intelligence check)
- Efreeti's Ash (+3 Intelligence check)
- Phoenix Feather (+5 Intelligence check)

#### HEART OF AN UNDEAD CREATURE (TO CAPTURE THE SPARK OF LIFE BEYOND DEATH)

- Wight's Heart (+1 Charisma)
- Vampire Spawn Heart (+2 Charisma)
- Vampire Lord Heart (+3 Charisma)
- Mummy Lord Heart (+4 Charisma)
- Dracolich heart (+5 Charisma)

#### BLOOD OF A MAGICAL CREATURE AT ONE WITH ITS ENVIRONMENT (TO EASE THE SOUL'S

#### TRANSITION)

- Unicorn Blood (+1 Charisma)
- Giant Blood (+2 Charisma)
- Dragon Blood (+3 Charisma)

## B. THE FORGING

### 1. PREPARATIONS

- Place the magic item and diamonds on an altar.

### 2. ADDING THE CATALYSTS (ONLY ONE COMPONENT PER CATEGORY)

- Sanctify the item with the purifying agent (DC10 Wisdom Check)
- Sprinkle the ashes of a fire being's part on the item (DC10 Intelligence Check)
- Place the heart of the undead creature upon the item and pour the blood of the magical creature at peace with its environment on it (DC10 Charisma Check)

### 3. THE FORGED SOUL

- The final ritual has a base DC of 10. Each successful catalyst check lowers the DC by 1. Each failure increases the DC by 3.
- At the end, the DM makes one final roll, aiming to roll above the ceremony DC (as calculated by the success or failure of the individual preparation steps above)
- A success indicates that the sentient magic item has been successfully created.
- The **Forging Modifier** is determined by adding the total of individual modifiers from the forging ingredients, which will be used in determining the item's additional properties.

## C. DEATH & BEYOND

If your ritual was successful, you have now forged a sentient magic weapon!

If you used your own soul, then you will live beyond the death of your body (until the magic item itself is destroyed). Of course, in the unfortunate situation that you die and your mortal body perishes, in such a disembodied state, if a humanoid creature picks up the magic item, they have to make a DC15 Charisma saving throw, or else be possessed by your spirit. If creature succeeds the check, it is immune to possession for 24 hours.

## D. WEAPON FEATURES

### 1. WEAPON LEVEL

Forging Modifier	Attack Bonus	CR	Damage Type	Spellcasting	Benefits
>=3	+1	Uncommon Item	Regular	One minor spell	None
>=6	+2	Rare Item	One additional damage type	One minor spell	One minor benefit
>=9	+3	Very Rare Item	One additional damage type	Two minor spells	One major benefit
>=12	+4	Legendary Item	One additional damage type	One minor spell + One major spell	One minor + One major benefit

### 2. DAMAGE TYPE

d10 Power		Lvl 1-4	Lvl 5-9	Lvl 10-15	Lvl 15+
1	Acid Damage	1d6	2d6	3d6	4d6
2	Cold Damage	1d6	2d6	3d6	4d6
3	Fire Damage	1d6	2d6	3d6	4d6
4	Force Damage	1d6	2d6	3d6	4d6
5	Lightning Damage	1d6	2d6	3d6	4d6
6	Necrotic Damage	1d6	2d6	3d6	4d6
7	Poison Damage	1d6	2d6	3d6	4d6
8	Psychic Damage	1d6	2d6	3d6	4d6
9	Radiant Damage	1d6	2d6	3d6	4d6
10	Thunder Damage	1d6	2d6	3d6	4d6

### 3. MINOR BENEFITS

#### d6 Property

- Gain proficiency in 1 skill of DM's choice
- Immune to Disease
- Cannot be charmed or frightened
- Resistance to 1 damage type of DM's choice
- +1 Bonus to AC
- +1 Initiative

### 4. MAJOR BENEFITS

#### d6 Property

- One ability score increases by 2 (max24)
- Regain 1d6 hp at start of each turn if having at least 1hp
- Weapon does 1d6 additional damage
- Walking speed increases by 10 ft
- Cannot be blinded, deafened, stunned or petrified
- Can comprehend all languages

### 5. MINOR SPELLS (CAST AS ACTION)

d6	#Times	Spell
1	3/day	Light
2	3/day	Firebolt
3	3/day	Ray of Frost
4	3/day	Booming Blade
5	3/day	Sacred Flame
6	3/day	Sword Burst

### 6. MAJOR SPELLS (CAST AS ACTION)

d6	#Times	Spell
1	1/day	Guiding Bolt
2	1/day	Inflict Wounds
3	1/day	Burning Hands
4	1/day	Thunderwave
5	1/day	Compelled Duel
6	1/day	Magic Missile

### CREDIT

- Written by <https://twitter.com/artofkarthik/>
- Document designed with <https://homebrewery.naturalcrit.com>
- If you would also like to forge your own magic item to serve as the base for the sentient weapon, refer to the Unearthed Arcana ruleset here - [https://media.wizards.com/2017/dnd/downloads/UA\\_Downtime.pdf](https://media.wizards.com/2017/dnd/downloads/UA_Downtime.pdf)
- Sentient Magic Item properties inspired by DMG

